

ABSTRACT OF THE DISCLOSURE

An Internet-based, secure communications system is utilized for enabling communications between a video game tester, project coordinator and others with a game developer. A master bug log which compiles all uncovered bugs is

5 accessible by a game developer and other authorized system users via a web server, which stores bug tracking system applications programs and associated data bases. Such a master bug log includes a file attachment capability permitting a digitized image file replicating a video game display screen sequence depicting the bug, to be attached for downloading to, for example, a game developer. Bugs may

10 be sorted, for example, so that a game developer can retrieve only those bugs having a digitized file attachment. Sorting may take place based on any of a large number of fields entered in the master bug log. The present exemplary embodiments permit customized fields to be added and used as sort criteria. For example, in a racing game, bugs may be categorized and sorted based upon

15 involvement with a particular vehicle or driver. Game and debugging related messages may be exchanged between testers, project coordinators, and corporate contacts. If the game developer normally communicates in, for example, Japanese, e-mail type format messages are translated so that significant game related messages may be promptly analyzed by all parties involved. An editing function is

20 advantageously utilized to permit, for example, a tester to enter a bug description and a project coordinator to edit the tester's description. The illustrative embodiments of the present invention advantageously use multiple security layers to preclude one developer from accessing information related to a game under test developed by another developer.